

ERIE PARKS & RECREATION



YOUTH BASKETBALL (10U/12U) RULES AND INFORMATION PACKET

www.erieco.gov/parksandrec
www.quickscores.com/erie

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Erie, Colorado
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I. GENERAL INFORMATION

A. Town of Erie Parks & Recreation Department Mission:

The Parks & Recreation Department inspires our community to come together, learn, grow and be active, healthy and well by delivering exceptional parks, open spaces, trails, facilities, programs and services.

B. Youth Sports Philosophy

Erie Parks & Recreation strives to provide a positive, safe, and fun environment to allow children of all skill levels the opportunity to play. We hope to create an environment that balances teamwork, commitment, hard work, sportsmanship, and competition.

C. Play hard – Have fun – Respect one another

D. Sports Administration:

Erie Parks & Recreation Youth Sports Leagues are managed by:

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E. Sports Information Website: www.quickscores.com/erie

Please visit our sports information website for important information:

- Practice and Game Schedules (including makeup information)
- Standings (if necessary)
- Downloads (League Rules, Information Packets, etc.)
- Park and Facility Locations and Maps
- Inclement Weather Information
- Coaching Resources

F. Registration:

There are two ways to register your child:

- 1) Online at <https://www.amilia.com/store/en/erierec/shop/programs?orgId=12626>
- 2) In person or over the phone at the Erie Community Center at 303-926-2550

G. Inclement Weather - SAFETY IS OUR NUMBER ONE PRIORITY!!

Every attempt will be made to play; however, if field and/or weather conditions present an unsafe environment, we will postpone or cancel practices and games. Field supervisors are instructed to err on the side of caution when it comes to inclement weather decisions.

- **Please call the weather hotline at 303.926.2550 (option 4). Weather information can also be found on www.quickscores.com/erie.** Weather information is updated by 4:00pm on weekdays or 8:00am on weekends in the case of cancellations or delays.

H. Makeup Games

For every season, we schedule one additional game in anticipation of a potential cancellation. Therefore no cancelled games will be rescheduled. If more than two games are cancelled during the season, Sports Administration will evaluate if rescheduling is a feasible option based on: facility/field, staff, and season date availability.

- In the case of rescheduled games, information is distributed to each coach as soon as possible following a cancellation.
- Refunds/credits will not be given due to inclement weather cancellations as every attempt will be made to makeup games.
- Practices may be rescheduled at the coach's discretion pending field/gym availability.

I. Refund Policy

For activities cancelled by Erie Parks & Recreation, refunds will be issued automatically. For all other situations, a refund request form must be completed and turned in to Sports Administration. Forms are available at the Erie Community Center.

A refund will be issued on written request per the following guidelines:

- A full (100%) credit or refund will be issued if: withdrawals are requested at least seven (7) calendar days prior to the activity start date.
- A 75% credit or refund will be issued if: withdrawals are requested up to six (6) calendar days prior to the activity start date.
- A 50% credit will be issued if: withdrawals are requested after activity date begins and before activity session is 50 % complete.
- No credit or refunds will be issued after activity session is 50% complete.
- Late activity registrations will not be prorated.

J. Communication

Coaches are the main point of contact between parents and Sports Administration.

- Sports Administration contacts each coach regarding any new information or updates.
- Coaches update parents. Parents should contact their coach first with any questions about practices, games, uniforms, pictures, etc.
 - Should there be a breakdown in communication, please contact one of the members of Sports Administration directly.

K. Safety

Participant safety is of our utmost priority. We work with our coaches to ensure that our participants and parents feel that they are safe while participating in our programs.

- Inclement Weather - See Section I.G.
- Background Checks / Safety Trainings – All head coaches are required to pass a background screen and complete required trainings through our Trusted Coaches Platform.
- Touch Policy - Coaches are instructed to minimize physical contact with participants. Touch should be governed by the age and developmental stages of the participants, and should be in response to the child's need (not the adult's).

- Transportation Policy - Coaches are instructed to not transport participants while they are operating a vehicle unless they have specifically received consent from said participant's parents or guardian.

L. Trusted Coaches

Erie Parks & Recreation and Trusted Coaches are now partner organizations! Our goal with this partnership is to ensure the safety of our youth sports participants and provide reliable training for all volunteer coaches.

All Erie Parks and Recreation Youth Sports teams are coached by parent volunteers who have completed a background screen and other required trainings through Trusted Coaches. These trainings include Concussion Education, Child Safety, InsideOut Coaching, and First Aid. For more information on Trusted Coaches please visit www.trustedcoaches.org.

M. Gender Equity Policy

Erie Parks and Recreation prohibits discrimination based on a protected class or characteristic, including gender identity and gender expression. Individuals participating in Town of Erie recreational sports can participate in the gender in which they identify and are not subject to disclosure of personal information beyond that required of cisgender athletes.

II. SPORTS AND LEAGUE INFORMATION

A. Facility and Park Locations

Erie youth baseball facility and park locations are listed below:

Abbreviation	Park Name	Park Address
ECP	Erie Community Center	450 Powers St.
EMS	Erie Middle School	650 Main St.

Maps and driving directions can be found on www.quickscores.com/erie. For additional facility and park location questions, please contact your coach.

B. Youth Sport Program Offerings

Please see the most recent copy of our tri-seasonal Program Guide or visit www.erieco.gov/ErieParksandRec to see program offerings.

C. Competitive Play and Playing Time

- Erie Parks & Recreation Youth Sport Programs strive to provide a safe, positive and fun environment in which children learn valuable life and sports skills.
- It is against Erie Parks & Recreation Youth Sports Leagues policy for players to concurrently participate in/on any same sport competitive league/team during any part of our respective recreational sports season. By registering and participating in any of our youth sports leagues, you acknowledge that you and the participant are abiding by this policy.
- Each participant will receive an equal amount of playing time, regardless of the amount of practices attended or playing ability. Coaches should substitute players as necessary to provide for this.
- Exceptions can be made if special arrangements have been previously communicated and agreed upon between the parent/guardian and the coach.

D. Uniforms

The uniform order is placed immediately following the registration deadline. Add-ons (late registrations) will be sent weekly thereafter and may NOT be available by your first game. If you order the wrong size, you will be responsible for the replacement cost. Uniform colors and numbers are chosen completely at random and uniforms may not be modified in any way.

E. Registration Dates/Waitlists

Registration for leagues will open approximately seven (7) weeks prior to the registration deadline for residents (R) and approximately six (6) weeks prior to the registration deadline for non-residents (NR). Registrations are accepted until the registration deadline or until a team becomes full, whichever comes first. Additional registrations will be placed on a waitlist and we will only contact you if a spot becomes available. We strongly encourage you to register as early as possible for each league as space is limited.

F. League Practice Offerings

Please refer to the practice day and time offerings for each league in the Program Guide or online at www.erieco.gov/parksandrec. Practice days, times, and locations are subject to change.

G. Recreational Sports Age Classifications

For a majority of our leagues, we classify our league offerings by age. Unless otherwise noted in each program/league's description, the age calculation date for all youth sports programs/leagues will be **calculated by the first league contact day**.

The "U" **before** the age number stands for "under" (e.g., U9 stands for ages under 9).

The "U" **after** the age number stands for "**and under**" (e.g., 9U stands for ages 9 and under).

H. Coaches

All Erie Parks & Recreation Youth Sports teams are coached by parent volunteers.

- All coaches must pass a background check, are required to attend the coach's meeting prior to the season, and must complete all required trainings through our Trusted Coaches Platform.
- Two assistant coaches are allowed per team; they must also pass a background check and concussion training before volunteering.
- Please refer to pages 8 and 9 of this packet for more information regarding coaching.

I. Schedules

- Practice days and times are pre-set by Sports Administration and coaches/families may select the team that works best for their schedule.
- Game schedules will be available online at least one week prior to the first scheduled game.
- Please refer to the league description for specific game days.

J. Officials

- Sports officials are hired based on their familiarity with the sport, experience working with children, and their general demeanor.
- Just as your child is learning fundamental skills and gameplay, some of our officials are doing the same.
- We do our best to properly train all staff and officials and they are evaluated throughout the season.

K. Picture Day

- Lifetouch Photo will schedule picture days and times. They will always be on a game or practice day.
- The picture schedule will be sent out to coaches by email approximately one week prior to picture day.

L. Awards

- All league players participating in divisions that don't keep score or don't compete in an End of Season tournament will receive participation medals.
- If teams compete in an end of season tournament, they will have the opportunity to win a tournament medal.
- Awards are distributed to coaches before the final game.

M. Timeline

The following chart details what you can expect before, during, and after the season:

Event	Activities
Registration Opens	Register, Coaches pick practice days/times
Registration Closes	Form teams, Recruit additional coaches (if necessary), Order uniforms, Conduct coach's meeting
Week Prior to First Practice	Distribute rosters to coaches, Coaches contact parents regarding practice days/times
Week Prior to First Game	Distribute game schedules and uniforms to coaches
Mid-Season to End-Season	Picture day, Updated schedule/league information, pictures, and awards distributed to coaches
Post-Season	Optional party and opportunity to evaluate program or league

N. Code of Conduct & Regulations

STATEMENT

- Coaches, players, parents and spectators have a responsibility to behave in a respectful manner that will instill a sense of sportsmanship in all players.
- As a coach, player, parent or spectator at a Town of Erie youth sporting event I understand:
 - It will not be tolerated at any time to lay a hand upon, push, shove, and threaten to strike or verbally threaten an official, player, other coach or supervisor.
 - Being involved in a physical altercation with a player, coach, spectator, or staff member will result in my ejection from the game and possible suspension from future games.
 - All coaches, players, parents, and spectators will abide by the official's decision. The official's decision and/or calls are not arguable. If you have a concern regarding the officiating contact your league coordinator.
 - Verbal abuse, harassment, and/or unsportsmanlike behavior towards an official, player, spectator, supervisor, coach or athletics staff member is not tolerated.
 - All coaches, players, parents and spectators will refrain from the use of vulgar or unsportsmanlike manners including language while practices and games.
 - Any coach, player, parent or spectator that is ejected from the game must leave the playing area immediately upon request. Failure to leave will result in suspension of the game and/or forfeiture of the game.
 - The zero tolerance policy is in effect at all athletic events.
- Failure to abide by the Code of Conduct will result in ejection from the game and possible suspension from future games.

ZERO TOLERANCE POLICY

- There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, other coaches, or Athletic Staff. Officials, game supervisors and Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

DISCIPLINARY PROCEDURES

- Official(s) and/or staff members at all recreation program sites have the authority to reprimand and/or eject coaches for misconduct. An ejection of any type will result in a minimum of a 1- game suspensions from any recreation program and /or facility (the ejection game is not included in the suspension period); suspensions may carry over to the next season.
- League Coordinators will handle disciplinary procedures on a case by case basis.

Youth Basketball 10U/12U Rules



IV. RULES D. BASKETBALL

A. Court

- Court size may vary depending upon each facilities needs and resources.
- Basket height shall be set at a height of 10'.
- Free throw line shall be a distance of 12' for 10U teams and 15' for 12U teams.
- Head Coaches ONLY (one designated per team at pre game meeting) are allowed the privilege of standing and moving along the length of the bench (defined as the Coach's Box) for the sole purpose of coaching their team.
 - Officials have the discretion to issue a warning to the Head Coach for unsporting behavior/language which will result in that Head Coach losing the Coach's Box privilege and being forced to remain seated for the rest of the game. Subsequent transporting behavior/language by the Head Coach will result in a technical foul.
 - All assistant coaches must remain seated throughout the game and may only address their players for the purpose of coaching them.
 - Only the head coach is allowed to approach the score table once the game has started. Head coaches may only approach the score table if there is an official timeout and is restricted to asking about team information (e.g. how many timeouts teams have left, how many fouls a player has, etc.).

B. Equipment

- Teams should have reversible matching jerseys with visible numbers on the back of the jerseys.
- Players must wear soft-sole, non-marking, rubber athletic shoes.
- Basketball size: 28.5" (10U Boys, 10U Girls, 12U Girls, 12U Boys)

C. Rosters

- Team Sizes
 - 5v5
- Minimum team size to start game
 - 3 players
- Substitutions
 - Coach must designate starters at the beginning of each half.
 - Players must kneel opposite from the scores table and wait to enter the game until motioned in by an official at a dead ball.

D. Timing and Scoring

- Teams play four 10-minute quarters with a running clock.
 - At the one-minute mark of the 4th quarter, the clock will stop for all dead balls (any whistle) at any point that the score differential is 5 points or less.
 - There will be a 1-minute break after periods one and three. Coaches are expected to use these as they would timeouts.
 - If the score differential is 6 points or more at any point during the final minute, the clock will continue to run until the score differential becomes 5 points or less or the game ends.
- Score table officials will keep game time and score.
- Scoring
 - Free Throw: 1 point
 - Field Goal: 2 points

- Three Point Goal: 3 points (only from behind 3 point arc)
- If during a game the point differential reaches 30 points or more, the scores will be “zeroed” and only the time will be kept on the scoreboard. The score table will continue to keep the official score.
- During the regular season, games may end in a tie. During the post-season tournament (12U Teams Only), a maximum of one 2-minute overtime period will be played. Stop clock rules will remain the same for the last minute of each overtime period.
 - If the score is tied at the conclusion of the 1st overtime period, a sudden death period will be played. In this sudden death period, the first team to score one point by any scoring manner will be declared the winner.
- Free Throws
 - Free throw line shall be a distance of 12' for 10U teams and 15' for 12U teams.
 - Players below the free throw line may enter the lane as soon as the ball leaves the player's hand.
 - *All other players must remain outside the three point line and above the free throw line (extended) and may not cross the three point line to attempt a rebound until the ball hits the rim on a free throw attempt.*
 - Shooter must begin behind the FT line until the shot; no violation will be issued if player crosses the line after the shot, unless player is trying to gain advantage.
 - Shooter may only pursue the rebound after the ball hits the rim.
- Time Outs
 - Each team gets one 30 second time out per half. In overtime, each team gets one 30 second time out per overtime period.
 - Sudden Death does not count as an Overtime period. Teams will not have a timeout during Sudden Death (Playoffs ONLY).
 - Time Outs do not carry over from 1st half to 2nd half nor do they carry over from regulation time to overtime.
 - Halftime will not exceed 3 minutes.

E. League Regulations

- Player Participation
 - Coaches should try to play every player equally.
 - [See Youth Basketball Equal Playing Time Chart in Coaches Packet.](#)
- Start of game
 - Each game (and each overtime period) will start with a jump ball. To start the game teams will defend the basket closest to their bench. The team that gains possession off the jump ball will execute the first offensive series and the other team will gain the possession arrow.
 - Possession will be determined for the rest of regulation by the alternating possession arrow. On any jump ball, including the beginning of the second half, the team who owns the alternating possession arrow will be awarded possession of the ball. The arrow will then be flipped to the other team once the ball is in play.
 - Teams will switch directions at half time and defend the basket away from their team bench.
 - In overtime periods, teams will continue to go toward the basket they played on during the second half. Each overtime period will start with an actual jump ball and all subsequent possessions will follow the alternating possession arrow for the remainder of the period.
- Out of Bounds
 - When the ball or a player who is in contact with the ball touches the boundary line or any area outside the boundary line, the ball is out of bounds. The official will blow the whistle and award the ball to the other team.
- Throw Ins

- Balls that are determined to be out of bounds will be brought into play using a throw in. Players must remain off the court while throwing the ball in and cannot be the first player to touch the ball off the throw in. Players who are throwing the ball in can step on the boundary line but no part of the player can touch any part of the payable area (court) until after the ball has left the players hands.

F. Defense

- 10U: Man to man defense only.
- 12U: Man to Man or Zone Defense may be played at any time during the game.
- Full Court Defense/Pressing
 - No full court defense or pressing. Teams must let the dribbling player completely cross the mid court line before playing defense. No pressing.
- Help Defense
 - 10U: Help defense (double teaming) is allowed only below the free throw line extended.
 - 12U: Teams allowed to double team anywhere on their defensive half.
- Violations
 - An illegal act during play that results in possession being awarded to the opposing team. \
 - Violations that may be called during play include but are not limited to: 3 seconds in the key violation, 5 seconds out of bounds violation, 10 seconds to cross mid court violation, backcourt violation, carrying violation (palming), double dribble violation, and travelling violation.
- Fouls
 - A common foul is any foul that occurs during play and is the result of normal basketball play.
 - Every common foul counts as both a personal foul for the player who committed the foul and as a team foul.
 - Once a team has committed 5 fouls in a quarter, the other team will be awarded two bonus free throws when applicable by rule.
 - Offensive fouls do not result in free throws being awarded regardless of the bonus situations, but do count as a personal and team foul.
 - Team fouls reset at the beginning of each quarter. Team fouls do not reset for any overtime period.
 - Personal fouls do not reset in the second half nor in overtime.
 - Any player who commits 6 fouls in a game is disqualified from play for the remainder of that game.
- Sporting Conduct, Uncommon Fouls and Ejections
 - All coaches, players and spectators are expected to exhibit the highest standards of sporting conduct at all times. Individuals who exhibit behavior or comments that are deem unsporting will be subject to the appropriate actions defined below.
 - Technical fouls, flagrant fouls and intentional fouls are all uncommon fouls that result from unsporting conduct and or excessive actions during play or during dead balls. Any uncommon foul called on a player or coach will result in 2 points being awarded to the opposing team and possession of the ball at midcourt.
 - All assistant coaches and players on the bench are the responsibility of the Head Coach. Any warnings or technical fouls issued to any bench personnel will count as a warning and / or technical foul awarded to the Head Coach and the applicable penalties will apply.
 - Players may be ejected for any unsporting act or for committing a flagrant foul. Any player receiving two technical will be disqualified by rule.
 - Coaches who receive a warning for unsporting conduct or who receive a technical foul will lose their coaches box privilege and be required to sit for the remainder of the game except when calling a time out. A warning is not mandatory, and if a game official determines a head coach's

inappropriate or unsporting behavior is worthy of a technical foul or ejection, either or both of those may be given without giving a warning first.

- Coaches may be ejected for any unsporting act. A coach who receives two technical fouls will be ejected from the game by rule. An ejected coach must leave the gymnasium immediately and will serve a suspension of no less than one game as well as be subjected to other penalties as determined by the League Coordinators.
- Spectators are to remain positive and not direct comments towards any individual player or official. If deemed necessary, any spectator may be ejected from the game by joint decision of the officials and game supervisor. An ejected spectator must leave the gymnasium immediately and may be subject to further penalties as determined by the League Coordinators.

Erie Parks & Recreation
Youth Sports
VOLUNTEER COACHING INFORMATION

How about coaching a team this season? Your time and efforts are vital to a successful program. If you have already signed up to do so, thank you! If you have not signed up yet, please consider the opportunity to make a lasting and positive impact on a child's life.

Please read the following information to ensure your understanding of important guidelines, dates, and frequently asked questions regarding coaching:

BECOMING A COACH

- All head coaches must be 18 years of age or older.
- **All new coaches must complete the volunteer application form (forms available at Guest Service or online at www.quickscores.com/erie under "Coaching Resources").**
- All volunteer coaches must complete a background check and all other required trainings through our Trusted Coaches platform prior to having contact with players. (See Trusted Coaches Section for more information).
- Coaches who are reported as behaving badly (technical fouls, rough on officials, unsportsmanlike conduct, condescending to children, etc.) will be counseled by the staff, and if necessary, put on probation or relieved of their duties.

RESOURCES AND TRAINING PROVIDED

- No experience is necessary, although potential coaches should have a basic understanding of the sport/rules and enjoy working with and teaching children. Good organizational and communication skills are a plus.
- All new coaches will receive a **coach binder** which includes practice agendas, sport specific information, team roster, incident reports, inclement weather information, etc.
- All new coaches will also receive a **coach t-shirt** to be worn on game days and the first week of practices.
- We will also provide you with sports equipment for your team, game rules, and other important information.
- All coaches should plan to attend the coach's meeting for their league conducted 1-2 weeks prior to the start of the season.

PRACTICES AND GAMES

- Coaches can select the practice day/time that works best for their schedule prior to registration (must be within pre-determined bounds) and can pass along information to families prior to registration.
- Teams may practice once or twice per week depending on the sport and field/gym availability.

ROSTERS

- Once you receive your roster from Sports Administration, it is your responsibility to contact each parent or guardian to communicate the practice days, times, and locations. **Please do this as soon as possible.**
- Only individuals listed on the roster may participate. If there are additions to your team, we will send you an updated roster. This is to avoid any potential legal liability issues allowing children to participate who have not properly completed the registration process.

HELPFUL HINTS

- Communicate, communicate, communicate (with parents and Sports Administration Team).
- Establish a clear and consistent method of communication with the parents. Store and save all parent contact information for quick access.
- Set team, player and parent expectations.

- We communicate with you primarily via email. Please check your email account regularly.
- Enlist help from other parents (assistant coach, snack coordinator, phone tree operator, etc.).
- Check the Sports Information website www.quickscores.com/erie regularly for sample practice plans, drills, resources, updated weather information, facility and park maps, and standings/schedules.

VOLUNTEER INCENTIVE PROGRAM (Head Coach only)

We appreciate all you do to make our youth sports leagues a success! Please see below for our newly approved volunteer incentive program:

- 1 season – Coach t-shirt, free youth sports registration for one child per team coached, 2 day passes to the ECC (applies to 2nd season also), and a coach plaque of your team.
- 3 seasons (not necessarily consecutive) – free youth sports registration for one child per team coached, 10 punch pass, free room rental for team party, and a coach plaque of your team.
- After 3 seasons, the process starts over. The coach receives 1 season awards.

COACH TO-DO LIST

- Email Sports Administration to inform us of your intent to coach.
- Complete required trainings and background screen provided by Sports Administration through Trusted Coaches platform (see below).
- Check your email regularly for messages regarding the coach's meeting, practice scheduling, rosters, etc. and during the season for updates.
- Contact your team the week before your first scheduled practice. Check that you receive confirmation from your parents that they have received any message from you (phone or email).
- HAVE FUN!

TRUSTED COACHES

All coaches are required to complete a background check and other trainings through our Trusted Coaches platform. All trainings can be accessed by doing the following:

- Go to www.trustedcoaches.org <http://www.trustedcoaches.org>
 - Log in or Register
 - Click 'Claim a Role/Join a Season' button
 - Enter information below:
-
- Go to www.trustedcoaches.org <http://www.trustedcoaches.org>
 - Log in or Register as a new user.
 - Click 'Claim a Role/Join a Season' button.
 - Enter information below:
-
- **State: Colorado**
 - **Organization: Erie Parks & Recreation Department**
 - **Season Name: Winter 2023 Youth Basketball**
 - **Season Access Key: Winter2023YouthBasketball**
-
- Once you get logged in you will see on your Dashboard whether you have trainings assigned to you or not. Even if you have filled out this information from coaching in the Spring or Summer you must still log in to confirm you do not have any trainings. All trainings and background checks must be completed once a year and Trusted Coaches will assign you any trainings that you are expired on.
 - Head Coach Requirements:
 - Background Check
 - First Aid
 - Concussion Course

- InsideOut Coaching
 - Child Safety Training
- Assistant Coach Requirements:
 - Background Check
 - Concussion Training.

Thank you for coaching and we look forward to a great season!